

Jefferson City Parks, Recreation & Forestry

# 2016 Adult Broomball



## Registration

February 1 – February 12

Team Fee: \$200; Forfeit Fee Deposit: \$40

Any teams accepted after the registration deadline where space is available  
will be charged an additional \$20.

**For more information, please contact Kerri Gates at 634-6524.**

### **Registration Information**

1. Participants register as teams. Individuals wanting to play will be given access to team manager and roster lists in an attempt to find a team on which to play.
2. The team registration fee is \$200.
3. Registration will be accepted at the Washington Park Ice Arena through 5:00 p.m., Friday, February 12.
4. To register, simply complete the attached roster form and return it along with your entry fee. Checks should be made payable to Parks and Recreation. NO REFUND OF ENTRY FEE WILL BE MADE UNLESS PARKS AND RECREATION CANCELS A PROGRAM OR A PORTION THEREOF.
5. Each team will have 6 games.
6. The league will run March 7 – April 18, 2016.
7. The Department of Parks and Recreation reserves the right to reschedule canceled games into any day/time slot available to complete the league schedule.
8. Game times will start at 6:30 p.m. or 7:30 p.m. Games will be held on Monday evenings. Games are played crossways on the ice.
9. Each roster must be composed of a least 10 and no more than 16 participants.
10. An individual may only play on one co-recreation team per season in Parks and Recreation leagues.
11. Acceptance of a team registration is interpreted to mean that the team manager and all players are thoroughly familiar with this packet and agree to abide by all rules stipulated therein.

FOR UP-TO-THE-MINUTE PARKS AND RECREATION INFORMATION, INCLUDING CANCELLATIONS DUE TO INCLEMENT WEATHER, CALL THE ACTIVITIES HOTLINE 634-6485 OR THE ICE ARENA 634-6580. OR VISIT OUR WEBSITE AT [www.jeffersoncitymo.gov/parks](http://www.jeffersoncitymo.gov/parks).

**JEFFERSON CITY DEPARTMENT OF PARKS AND RECREATION**  
**BROOMBALL RULES AND REGULATIONS**

**Objectives**

This program is designed to provide a quality leisure experience for participants by providing an opportunity to enjoy physical activity while deriving the many positive benefits of sport. It is not meant to be, and will not become, an intensely competitive program in which participants place the importance of winning ahead of sportsmanship and fun.

**Eligibility**

1. All players participating in broomball must be at least 16 years of age.
2. Players may be dropped from or added to the team roster after the season has begun. Changes in the roster must be done by the team manager in person, by phone or email. Players must be listed on the official roster at least 24 hours before playing a league game. If a team plays an individual who is not listed on the official team roster and his/her participation is protested by the opposing team and verified, the game will be forfeited by the team using the ineligible player. All players MUST be able to produce positive identification if requested by an official.

**Re-Entry Fee Due to Forfeit**

Any team which forfeits a regularly scheduled game must pay the team to whom they forfeited a \$40.00 re-entry fee before being reinstated in the league. This fee must be paid by check made out to the team manager of the scheduled opposing team and deposited at the Washington Park Ice Arena, which will then forward the check to the manager as a reimbursement of the league entry fee for that game. If it has not been paid, the ensuing game will be forfeited and another re-entry fee is added to the conditions for resuming league play.

**Player/Team Conduct**

1. All players and teams will be expected to conduct themselves in a sportsmanlike manner.
2. Undue harassment of the official(s) before, during, or after a game may result in the ejection of the individual(s) involved from the game. Any player, coach, or fan who is ejected from a game and reported to the Department of Parks and Recreation by a sports official or Department representative will be suspended from attendance/participation in his/her team's next game.
3. After an ejection, the individual ejected must immediately leave the ice and spectator area. Failure to do so or continued harassment of the official may lead to suspension from the program and forfeiture of the game by that player's team. If the game is forfeited for this reason, the team will be required to pay the re-entry fee.
4. Any player who strikes or verbally threatens to strike an official, who strikes another player, or who is ejected for unsportsmanlike behavior for the second time within one season is suspended from participation for the remainder of the program's season.
5. Any team or individual who intentionally damages park property will be billed for the full replacement cost of said property and will be suspended from all Parks and Recreation programs until such restitution is made.
6. Any team or individual who fails to heed the request of on-site Parks and Recreation personnel regarding program operation or facility care will be suspended from all Parks

and Recreation programs until he/she/they submits a written account of the incident and is reinstated by the Division Director of Recreation and Recreation Program Supervisor.

7. Parks and Recreation reserves the right to lengthen a suspension if circumstances so warrant.

### **Smoking/Alcohol**

1. Smoking or use of tobacco of any kind is not permitted on the ice or in the Ice Arena under any circumstances.
2. Possession or consumption of alcohol on Parks and Recreation property is grounds for expulsion from the program and prosecution for violation of City Ordinance. Fans and players suspected to be under the influence of alcohol will be asked to leave the premises. Failure to do so will result in forfeiture of the game and removal of the individual from the program.

### **Uniforms and Equipment**

1. Players should not wear their game shoes to the facility. Mud and gravel damage the ice and the Olympia blades and every effort must be made to keep the ice as free from debris as possible.
2. Brooms must be supplied by the teams/players must and meet the following specifications: All brooms, except those of the goalies which can be as short as 18 inches, must be between 42 and 52 inches in length. Absolutely no metal is permitted on the broom. All brooms must be commercially made and have wooden handles no more than 1 1/4 inch in diameter at the thickest point. Every broom must be completely covered with duct tape- - this includes the handle and the bristles. If a broom comes untaped during the course of the game, the referees will ask that it be removed from the game- -no bristles may show. Any broom which does not meet these specifications will not be permitted. Referees have the authority to remove any broom from the game which in their opinion introduces danger even if the broom meets the specifications above. Players attempting to use brooms containing metal or refusing to allow an official to inspect a broom will be ejected for unsportsmanlike conduct.
3. All players must wear rubber soled shoes that are free of any abrasives, spikes, foreign objects, or the application of chemicals. Basketball, tennis, or broomball shoes are acceptable while participating. Boots and soft-soled street shoes are not permitted.
4. The Department of Parks and Recreation will provide the game balls.
5. Elbow and knee pads are strongly recommended and soft body padding may be worn to protect other areas. ***Bicycle or hockey helmets are permissible and encouraged.*** **No hard padding of any type, or padding which may be used as a weapon (i.e. forearm pads, shin guards) is permitted.** Players with casts and splints, no matter how well padded, will not be allowed to play. The officials will have the final say in determining whether bodily protection is permissible.

### **Game Procedure**

1. The object of broomball is to put the ball into the goal, which scores one point.
2. Each team consists of 7 players. Teams must have 3 males and 3 females on the ice at a time, excluding the goalie, which may be of either sex.

3. Game time is forfeit time. Each team must have at least six players at game time. A 3/3 combination or a 4/2 combination may be used. If a 4 men/2 women combination is used, a MAN must play goal.
4. If, at the beginning of the game, the regulation numbers of players are not present, all must play. Any time the number drops below 6, the game is forfeited.
5. Broomball is basically patterned after ice hockey, though positions and penalties such as off-sides will not be enforced.
6. The game will consist of three, 10 minute periods with the clock running continuously. There will be a 1 minute rest period between each period. There are no timeouts except in the event of an injury.
7. League standings will be kept and t-shirts will be presented to the champion(s).
8. Games may end in ties and will be recorded as such on the team record. Ties are not broken.
9. Players will enter and leave the ice at the gate at center ice. All players are cautioned to be careful as they enter and leave the ice.
10. ONLY PLAYERS ARE PERMITTED ON THE ICE. Infants and small children may NOT be carried onto the ice under any circumstances.
11. When any program participant is bleeding, has blood on his/herself or clothing, or has an open wound, he/she must leave the activity for appropriate treatment including bandaging as necessary to prevent recurrence. In all adult sports, each team should be equipped with first aid supplies including rubber gloves and bandages for treatment of wounds, and 70% isopropyl alcohol for disinfecting skin and uniforms.

## **Play**

1. The ball is put in play to begin each period and following each score by a face-off. A player from each team will face the goal to which his team is advancing. Both brooms must be in contact with the ice when the referee drops the ball into play. All other players must be at least five feet from the two players involved in the face-off when the ball is dropped.
2. There are no restrictions on player movement except that only the goalie may permanently position him/herself within the goal arc. If, in the opinion of the referee, a player is consistently positioned so as to become a second goalie, that individual is liable for illegal goalkeeping.
3. When the ball goes out of play the official will reintroduce the ball by rolling it from the point at which it left the ice toward the middle of the ice. It is then back in play.
4. Following each penalty, the ball is put in play by a face-off.
5. All goals count one point.
6. The goalie may choose to play with or without a broom. If he/she plays with a broom, the broom must be kept in hand at all times. When the goalie gains possession of the ball (for which they may use the hands) all swinging by other players must stop- if not, they are liable for a striking penalty; the goalie then has three seconds to **roll** the ball back onto the ice, underhanded and below the knee. If, in the opinion of the official, the ball has broken the plane of the goal, the goal shall count.
7. If a player legally contacts the ball with his broom on a scoring attempt and is called for high-sticking on the follow through, the goal will count unless touched by another offensive player before entering the goal.
8. The goalie is no longer the goalie when he/she is out of the goal arc. After leaving the goal area he/she may not touch the ball with their hands. All regular rules apply as they

would to anyone else on the ice. This also includes the area BEHIND the goal. If the goalie commits a violation he/she will be penalized two minutes, but someone else may become the goalie during that penalty. A team never has to play without a goalie.

9. The goalkeeper shall not be permitted to intentionally kick the ball or deliberately throw or bat the ball out of the playing area. The goalie may not intentionally displace the goal cage to disrupt or delay play or prevent a goal.
10. Referees will record the score on a Score Validation Card which must be signed by the manager of both teams following each game. Refusal to sign the Score Validation Card constitutes a forfeit.

### **Penalties**

1. **TOO MANY PLAYERS ON THE ICE:** Example, a player who has been on the ice wishes to leave the game during play. His/her substitute may not enter the game until he/she is past the out of bounds line. At that time the sub may come into the game.
2. **THROWING THE STICK:** At no time can a player throw his broom. This includes broken brooms that are being replaced.
3. **SLASHING:** Any attempt to hit another player with the broom, whether successful or not.
4. **HIGHSTICKING:** This is the most common penalty. The broom cannot be raised above the waist at any time either to take a shot or when following through, nor to knock down an airborne ball. Players running across the ice with their brooms above the waist are subject to penalty for high-sticking. Officials are instructed to make this call if it in anyway endangers any player or creates an advantage for the person committing the act.
5. **TRIPPING:** Any player who trips another player with their broom, foot, hand, or in any other manner is in violation.
6. **CHARGING:** No checking or hitting will be allowed in this league. Players will occasionally run into each other accidentally. If, in the opinion of the official, the player runs into an opponent intentionally, he/she will receive a charging penalty. Charging is strictly a judgment call. You may be called for charging when it was an accident. Arguing this call is cause for ejection.
7. **ELBOWING:** Any player who throws their elbows or has their elbows up in the air and runs into another player will be called for elbowing.
8. **DELAY OF GAME:** Any player who intentionally hits the ball out of play, or a goalie who holds the ball for more than three seconds will be called for delay of game. The ball cannot be held in place with feet or sticks along the boards by one or more players on the same team.
9. **INTERFERENCE:** Any player who intentionally gets in the way of an opponent who does not have the ball in their possession and impedes their progress will be called for interference.
10. **STRIKING:** Any player who continues to swing at the ball after the goalie has gained possession is guilty of striking.
11. **ILLEGAL GOALKEEPING:** If the goalie positions himself inside the goal arc so as to gain an advantage he/she is guilty of a violation.

**PENALTY:** The penalty in all of the above situations is removal from the game for two minutes. A penalized player must be outside the in-bounds line for two minutes. The time begins when the penalized player crosses the line. His/her team must play shorthanded until the penalty is

served. If the goalie is penalized, the team may station another player as the goalie during the penalty. Penalties do carry over from one period to the next. If a player refuses to leave the ice when instructed to do so by the officials, he/she will be ejected from the game and suspended from participation in the team's next game. If he/she still continues to delay the game by staying on the ice, the game will be forfeited.

The second violation by the same individual for slashing, tripping, charging, or elbowing will lead to an ejection from the game and suspension from attendance/participation in the next game. The third such violation by the same team, the game is forfeited.

### **Misconduct**

1. Any player who curses or makes foul gestures toward an opponent or official will be removed from the game and suspended for one game. A team does not have to play shorthanded following an ejection.
2. **FIGHTING**: Any player who takes a swing at or hits an opponent or official will be removed from the league for the duration of the season.
3. **ROUGHNESS**: Any players involved in a shoving match will be ejected from the game and suspended from the team's next game. Any player, who in the judgment of the official, continues to display rough play after being warned by the official shall be ejected.

### **Stopping Play**

1. **DISALLOWED GOAL**: A goal will be disallowed if it is kicked in, hit in with a hand, or hit with a stick above the waist.
2. **HAND OR FOOT PASS**: Any time a player passes the ball to a teammate by batting the ball with a hand or by using their body, including head or feet to control the ball, play will be stopped. If the official feels this effort was clearly conceived to gain an advantage, a two minute penalty will be called. If the action appeared accidental, the ball will be put back in play by a face-off at center ice.
3. **FREEZING THE BALL**: The goalie is the only player who can grab hold of the ball or raise the broom above the waist. He/she is not permitted to hold the ball more than three seconds. If the ball goes out of the play area, the referee will drop the ball near the point where it went out and roll it toward the middle of the ice. If the ball is frozen along the boards by at least one player from each team, play will be whistled dead and the referee will drop the ball at mid-ice to resume play.
4. THE REFEREE MAY STOP PLAY WHEN HE LOSES SIGHT OF THE BALL.

### **Protests**

All protest situations must be handled on the ice by the official. Protests of the official's decision will not be permitted.

All game officials will be approved by the Department of Parks and Recreation and will have the authority to order a player, manager, coach, captain, or fan to do, or refrain from doing, any act which, in their judgment, is necessary to give force and effect to one or all rules and regulations.

### **Termination of Participation Policy**

Any park user, program participant, or spectator who strikes, attempts to strike, verbally threatens to strike, or attempts to intimidate a Parks and Recreation employee or cause such

employee or another park patron to be apprehensive about their safety; or who persists in the use of vulgar and inappropriate language in addressing a Parks and Recreation employee or at a Parks and Recreation program or facility; or who fails to heed the request of an on-site Parks and Recreation supervisor to vacate park property is subject to prosecution for violation of the City of Jefferson trespassing ordinance and suspension from attendance at Parks and Recreation programs or facilities for a period to be determined by the Director of Parks and Recreation.

### **Rescheduling**

Information regarding cancellations due to inclement weather is available by calling the Activities Hotline 634-6485 or the Ice Arena 634-6580 or checking our website at [www.jeffersoncitymo.gov/parks](http://www.jeffersoncitymo.gov/parks).

The Department of Parks and Recreation reserves the right to reschedule for any day or time slot when it becomes necessary to do so in order to complete the league schedules. If a team is unable to play at the rescheduled time, they will not have to pay the re-entry fee, but the game will count as a forfeit loss on their record.